

Amendments to the Specification:

Please modify the paragraph beginning on page 3, line 18 (Background of the Invention, Prior Art, "Form Structure Data...") through page 3, line 20 with the following restored paragraph as required by the examiner, and please append to this modified paragraph three new paragraphs ("Form Creation Data..." and "A Schematic..."), added for clarity in amended claims.

Form Structure Data ~~is in the preferred embodiment~~, are those elements of a fetched Browser display list (e.g. <FORM> tag and associated elements) that create corresponding form elements in which data can be entered and submitted to a Server (such submitted data is Form Data). ~~Form Structure Data can also be transmitted in the form of instructions, such as Java virtual machine bytecodes (alternative embodiment), ActiveX controls, JavaScript source, etc., in which case said instructions will be subsequently executed to programmatically create form elements substantially similar to those presented by means of an HTML form.~~

Form Creation Data is any data used to create a user interface for data entry.

Form Creation Data includes Form Structure Data as well as programmatic means of creating a user interface such as a Java applet (see Fig. 4-L). Data submitted to a Server from a form created by using Form Creation Data is also Form Data.

A Stateless Communications Protocol is a protocol, such as HTTP, which is file-oriented and maintains no common state between contemporary or sequential transactions. Such a protocol is capable of transmitting state information (e.g., Netscape "Cookies"), but the protocol itself is inherently stateless.

A Schematic is a structural or procedural diagram, especially of an electrical or mechanical system.

If the examiner permits, please append to the list on page 2 (Background of the Invention, Prior Art, "The following books / documents..."), the following...

"U.S. Provisional Patent Application 60 / 080,905"

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A server simulation method, for use with at least one Client communicating with at least one Server over a Network by means of a Stateless Communications Protocol, network of computers comprising at least one Client, said at least one Client including memory means containing instructions for a Browser, and at least one Server communicatively coupleable to said at least one Client, said at least one Server including memory means containing instructions for implementing a simulation method, said simulation method comprising the steps of:
 - a) Creating creating and transmitting a Unique Identifier to said at least one Client, said Unique Identifier to be used by at least one Server for at least one of the purposes of a) maintaining server state including, but not limited to, separation and management of User data, b) limiting access to or limiting use of server resources, c) tracking server usage or d) server security;
 - b) Transmitting transmitting Form-Structure Creation Data to said at least one Client, said Form-Structure Data comprising at least one of -i-) a display list of User-Interface (UI) elements such as an HTML/XML, <FORM>-or-ii-) software instructions for creating a similar client UI, such as JavaScript, Java, ActiveX, etc.
 - c) Accepting accepting User Form Data and said Unique Identifier from said at least one Client;
 - d) Merging merging said User Form Data from said at least one Client with other data, including simulation template data;